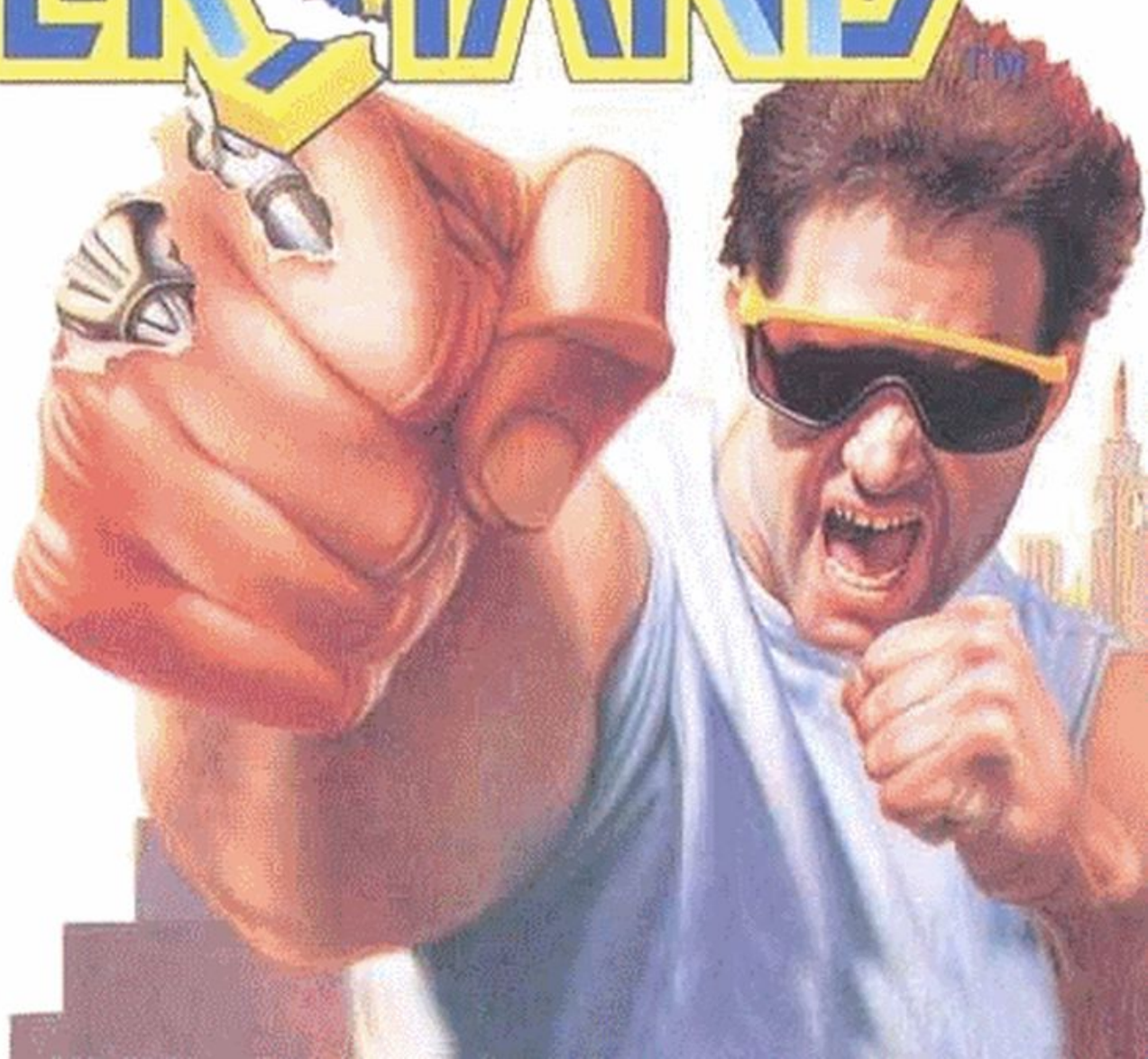
JALECO™

SHATTERHAND™

INSTRUCTION MANUAL



NES-9H-USA

JALECO™ USA INC. LIMITED WARRANTY

Jaleco USA Inc. warrants to the original purchaser of this Jaleco software product that the medium on which this computer program is recorded is free from defects in materials and workmanship for a period of ninety (90) days from the date of purchase. This Jaleco software program is sold "as is," without express or implied warranty of any kind, and Jaleco is not liable for any losses or damages of any kind resulting from use of this program. Jaleco agrees for a period of ninety (90) days to either repair or replace, at its option, free of charge, any Jaleco software product, postage paid, with proof of date of purchase, at its Factory Service Center.

This warranty is not applicable to normal wear and tear. This warranty shall not be applicable and shall be void if the defect in the Jaleco software product has arisen through abuse, unreasonable use, mistreatment, or neglect. THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES AND NO OTHER REPRESENTATIONS OR CLAIMS OF ANY NATURE SHALL BE BINDING ON OR OBLIGATE JALECO. ANY IMPLIED WARRANTIES APPLICABLE TO THIS SOFTWARE PRODUCT, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE LIMITED TO THE NINETY (90) DAY PERIOD DESCRIBED ABOVE. IN NO EVENT WILL JALECO BE LIABLE FOR ANY SPECIAL, INCIDENTAL, OR CONSEQUENTIAL DAMAGES RESULTING FROM POSSESSION, USE, OR MALFUNCTION OF THIS JALECO SOFTWARE PRODUCT.

Some states do not allow limitations as to how long an implied warranty lasts and/or exclusions or limitations of incidental or consequential damages so the above limitations and/or exclusions of liability may not apply to you. This warranty gives you specific rights, and you may also have other rights which vary from state to state.

LICENSED BY NINTENDO®
FOR PLAY ON THE
Nintendo
ENTERTAINMENT SYSTEM®

Nintendo®, Nintendo Entertainment System®, and Game Boy™ are trademarks of Nintendo of America Inc. Jaleco™ is a trademark of Jaleco USA Inc. Shatterhand ™ & ©1991 Jaleco USA Inc./ Natsume. All rights reserved.

This official seal is your assurance that Nintendo® has reviewed this product and that it has met our standards for excellence in workmanship, reliability, and entertainment value. Always look for this seal when buying games and accessories to ensure complete compatibility with your Nintendo Entertainment System®.

JALECO USA INC. 310 Era Drive
Northbrook, Illinois 60062 (708) 480-1811

TABLE OF CONTENTS

WARNING..... 4
INTRODUCTION..... 6
OBJECT OF THE GAME..... 8
GETTING STARTED..... 9
CONTROLLER FUNCTIONS..... 10
ON-SCREEN DISPLAYS..... 11
THE STAGES & THE BOSSES..... 11
SATELLITE ROBOTS..... 15
POWERUPS..... 17
SCORING & CONTINUE FEATURES..... 18
GAME TIPS — THE JALECO
MAJOR PLAYER'S HOTLINE..... 19
TAKING CARE OF YOUR JALECO GAME..... 20

WARNING: DO NOT USE WITH FRONT OR REAR PROJECTION TV

Do not use a front or rear projection television with your Nintendo Entertainment System® ("NES") and this video game. Your projection television screen may be permanently damaged if video games with stationary scenes or patterns are played on your projection television. Similar damage may occur if you place a video game on hold or pause. If you use your projection television with this video game, neither Jaleco U.S.A. Inc. nor Nintendo of America Inc. will be liable for any damage. This situation is not caused by a defect in the NES or this game; other fixed or repetitive images may cause similar damage to a projection television. Please contact your TV manufacturer for further information.

ADVISORY

READ BEFORE USING YOUR NES

A very small portion of the population may experience epileptic seizures when viewing certain kinds of flashing lights or patterns that are commonly present in our daily environment. These persons may expereince seizures while watching some kinds of television pictures or playing certain video games. Players who have not had any previous seizures may nonetheless have an undetected epileptic condition. We suggest that you consult your physician if you have an epileptic condition or if you experience any of the following symptoms while playing video games: altered vision, muscle twitching, other involuntary movements, loss of awareness of your surroundings, mental confusion and convulsions.

WHY SHOULD YOU JOIN THE JALECO *MAJOR PLAYER'S CLUB?*

Here's what you get if you join:

- **WIN FREE GAMES**
  You'll be eligible to win free Jaleco games from our once-a-month drawings!
- **FIND OUT ABOUT NEW GAMES**
  Find out about new Jaleco games before they're released! Get in on special Jaleco promotions and contests! ***And more!***
- **TEST GAMES BEFORE THEY'RE RELEASED**
  Hey, maybe we'll even ask a few of you if you'd like to test Jaleco games *before they're released*! You could be selected as a **Jaleco *Major Player*!**

Here's what you get if you don't join:

- **YOU GET NUTTIN' IF YOU DON'T JOIN!**

And there's only one way you can get in on all this good stuff — and all it's going to cost you is a few moments of your time and the price of a postage stamp!

Here's how to join:

- **Find the Jaleco *Major Player's Membership / Warranty* card enclosed in this package.**
- **Fill in the information requested on the card.**
- **Put a stamp on the card.**
- **Drop the card in the mail.**

That's right, all you gotta do is fill out the card, mail it to us, and you're in! **Even if you've joined before, fill out the card and send it again. It will increase your chances of winning!**

Welcome to the club!

INTRODUCTION

In the year 2030, medical technology develops to a point where missing limbs can be replaced with "cybernetic" devices that replicate human movement and form with great precision. Working on a top secret military project, a large group of scientists create military uses for these new cybernetic limbs. Within that group of scientists, a handful of subversives unite. With world domination as their goal, these subversives collaborate covertly to create an army of cyborg soldiers. General Gus Grover emerges as the leader of the group, and, after plans are carefully made and an awesome assembly of cyborgs stands at the ready, the group begins open revolt. They become known as the Metal Command.

To combat the revolutionary movement, the Law and Order Regulatory Division is formed (L.O.R.D.) They put another group of scientists together to come up with something to combat the cyborgs of the Metal Command. What comes of this group's research and development is a very special pair of hands.

These cybernetic attachments give their recipient the strength of a piledriver. They are capable of shattering metal on impact. There's only one problem. Without a willing recipient, these powerful hands cannot be used against the Metal Command.

Meanwhile, in the Bronx, a young and highly decorated police officer named Steve Hermann chases after one of the Metal Command's cyborgs. The cyborg slows down, allowing Hermann to catch up. Hermann is puzzled by the apparent cooperation of the cyborg, until he hears the crunch of metal on concrete behind him. He turns just in time to see a huge cyborg close in. Hermann becomes a human sandwich between the two mighty cyborgs. They pull apart to determine if Hermann is still alive, and despite crushed hands and ribs, Hermann manages to run to freedom.

Several days later, after both of his completely crushed and mutilated hands have been amputated, a L.O.R.D. official approaches Hermann's hospital bed with a package under his arm. He identifies himself and opens the package. He picks up the contents and displays them to Hermann: a pair of cybernetic hands — the strongest hands in the world.

Now more motivated against the Metal Command than ever, Steve Hermann accepts the cybernetic hands and the responsibility that goes with them. The cybernetic hands are attached, and Hermann spends the next two months recovering from his injuries. When he emerges from the hospital, he will be known only as "Shatterhand" to protect his true identity. His mission: crush the rebellion with his bare hands.

OBJECT OF THE GAME

Shatterhand is a high-action game with eight-direction scrolling. You control Shatterhand in his quest to find and to defeat General Grover, leader of the rebellious Metal Command. You'll encounter all kinds of mechanical and bio-mechanical creatures en route whose sole purpose is to stop you at any cost. Your primary weapons are your cybernetic fists, and you will have to defeat most of your opponents by punching them. In addition, Shatterhand can block some enemy fire with his punches.

You can also get lots of help from any of the eight hovering "satellite robots," each of which has a unique high-powered weapon that automatically fires whenever Shatterhand throws a punch. In order to obtain a satellite robot, you must collect any combination of "alpha-beta" letters (they look like an "L" and a "B" written in script) that appear when you punch some of the white boxes scattered throughout each stage. For example, if you collect three "B" letters, you'll get a grenade-firing satellite robot. There are eight possible combinations of the two letters that you can collect, and each combination gives you a different satellite robot. As you play the game, you'll learn which satellite robot is most desirable for each stage. You'll also discover that when you have a satellite robot and you re-collect the identical combination of letters required to get that robot, you'll transform into a powerful, heavily-armoured, invincible dynamo (temporarily, at least).

The game has seven stages. The first stage and the last stage must be played first and last respectively, but you can play the five middle stages in any order you wish. A STAGE SELECT menu appears after you complete the first stage. The path to the final showdown with General Grover leads through a factory, a refinery, an anti-gravity research facility, a submarine, a burning subway, a filtration plant, and finally to General Grover's missile launch complex. You'll discover anti-gravity sections, special powerups, gold coins to buy the powerups, secret areas that appear to be inaccesible (until you punch certain walls), and dozens of exotic, but deadly, adversaries. You'll also discover the unique play control required to climb the many fences you'll encounter throughout the game.

With its great graphics, great music and sound, and great action, we think *Shatterhand* packs one heck of a punch. We hope you enjoy it as much as we do.

GETTING STARTED

1. Place the *Shatterhand* cartridge (label side up) into your NES and turn on the unit.
2. The title screen appears. If you don't press **START** within a few seconds, the game demo appears. To get back to the title screen from the demo, press **START**.
3. When you're ready to begin playing, press **START** from the title screen.

CONTROLLER FUNCTIONS

MOVE: LEFT or RIGHT on Control Pad

JUMP: A BUTTON

PUNCH: B BUTTON

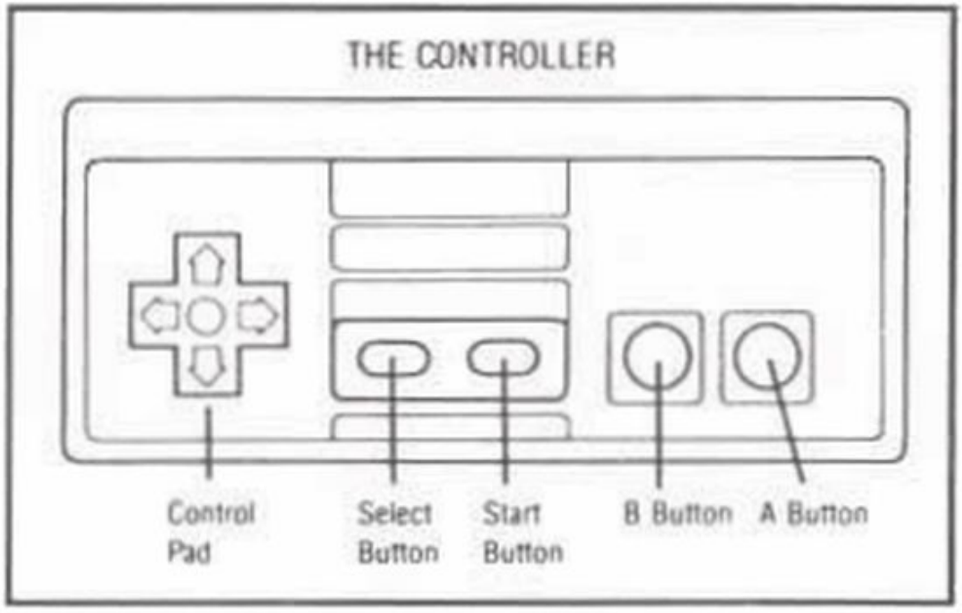
FIRE SATELLITE ROBOT WEAPON: B BUTTON

CROUCH: DOWN on Control Pad

CLIMB FENCE: Press and hold UP on Control Pad and press A BUTTON. Press A BUTTON again to let go of fence.

COLLECT SATELLITE ROBOT LETTERS: Punch white boxes until the letter you want appears, then touch character to letter.

COLLECT GOLD COIN: Maneuver character into contact with coin.



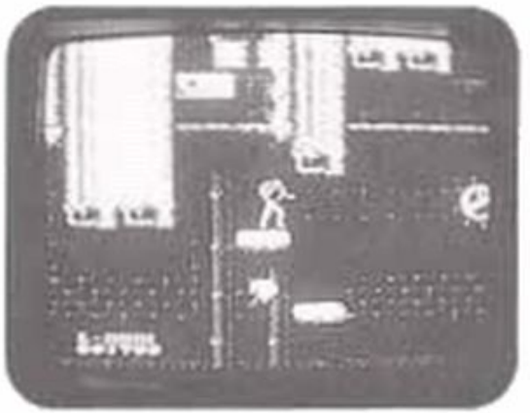
USE ROBOT TO LIFT SHATTERHAND : Press and hold DOWN on Control Pad. Press and hold A BUTTON. When robot has engaged Shatterhand, let go of DOWN on Control Pad.

USE POWERUP: Crouch while standing on powerup platform.

PAUSE GAME: START (press START again to resume)

USE END-OF-LEVEL TELEPORTER: Stand on teleporter platform.

ON-SCREEN DISPLAYS

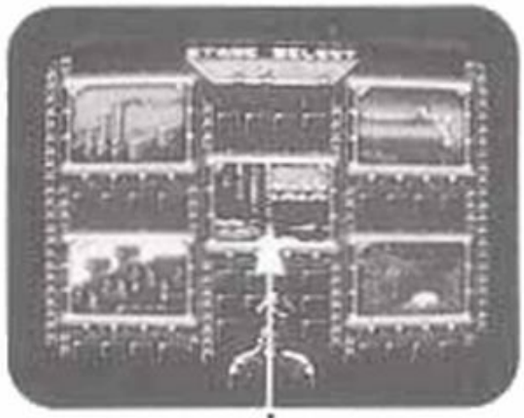


In the lower left-hand side of the screen, your remaining life force (next to the letter "L") is displayed along with the amount of gold you have collected (next to the letter "G"). Gold is important because you can buy powerups with it, as well as increase your overall score.

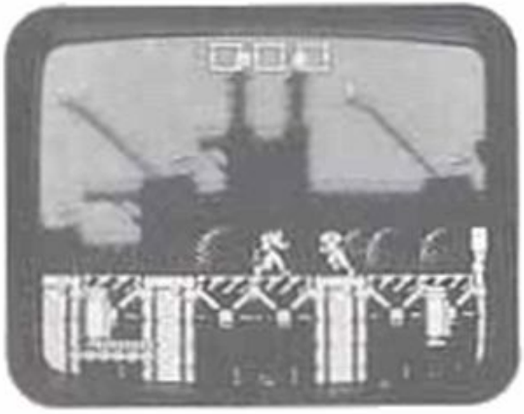
At the top of the screen, you'll find the "alpha-beta" boxes. When you punch some of the white boxes that appear in each level, a letter appears. Punch the box a second time to change the letter. Make contact with the letter to collect it. The letter will appear in one of the boxes at the top of the screen. When you have collected three letters (any combination), you'll get a hovering satellite robot to help you against the Metal Command.

THE STAGES & BOSSES

There are seven stages in *Shatterhand*. The first stage (AREA A) must be completed in order to bring up the STAGE SELECT screen, from which you can choose any of the five middle stages. Thereafter, the STAGE SELECT screen appears whenever you complete a stage, or when you elect to "CONTINUE" after running out of lives. When you've completed all five middle levels, you'll be given access to the final level.

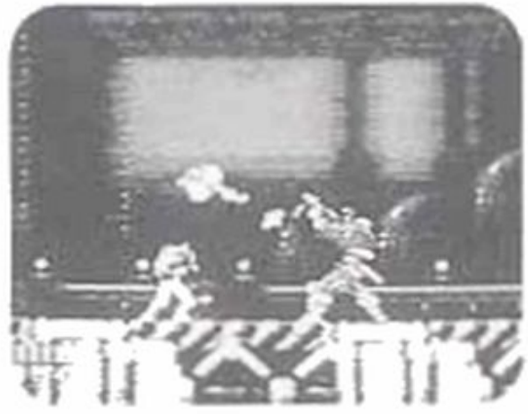


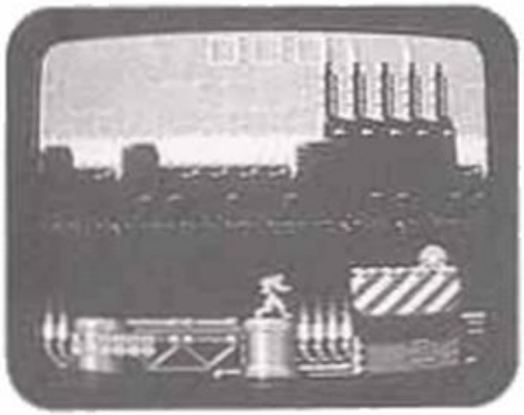
To choose a stage from the STAGE SELECT screen, press **SELECT** (or up or down on the Control Pad) until the highlight box surrounds the stage you want, then press **START** to select that stage. Here's a preview of each stage.



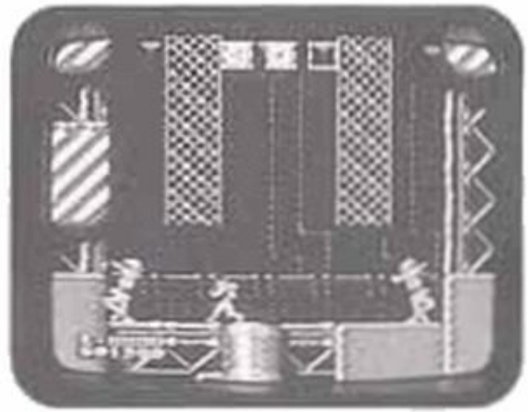
FACTORY (AREA A) — Your search for General Grover begins here.

BALZIRE (AREA A Boss)

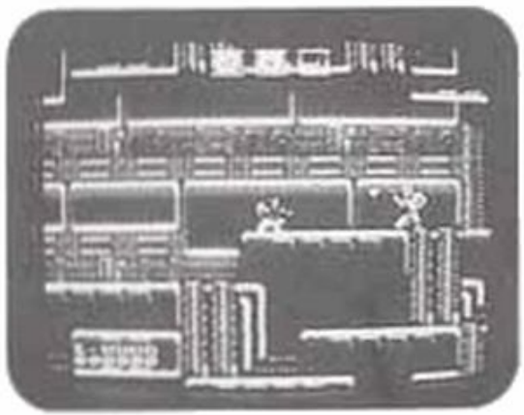




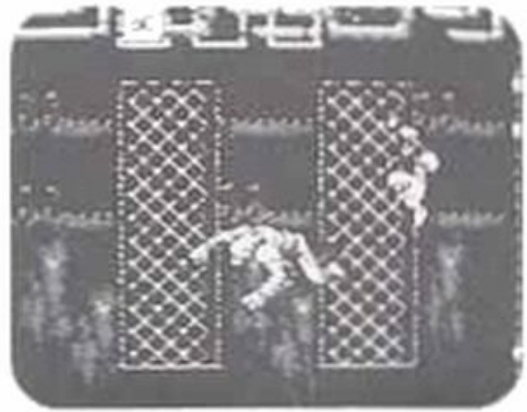
REFINERY (AREA B)



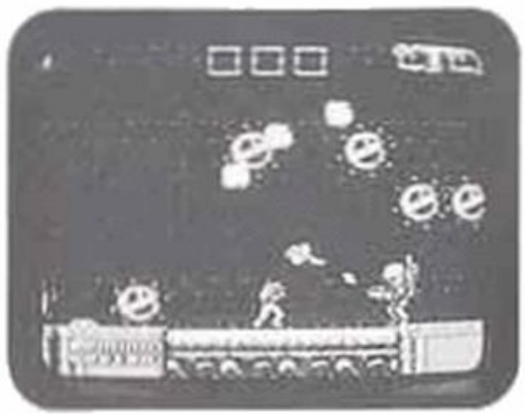
POGOBORGS
(AREA B Bosses)



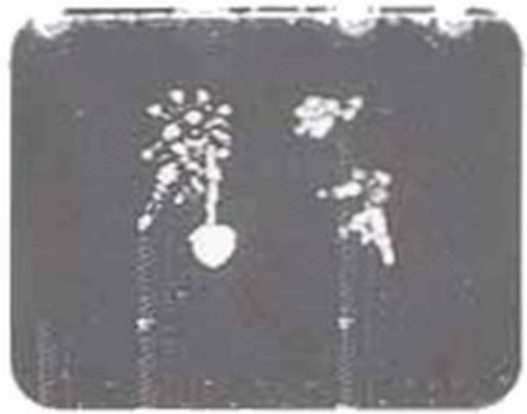
SUBMARINE (AREA C)



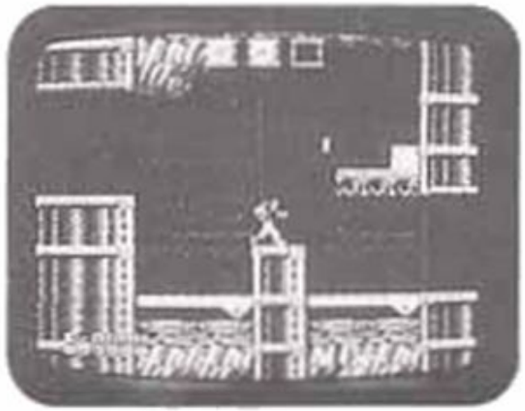
CYBORGAPE
(AREA C Boss)



FILTRATION PLANT
(AREA E)

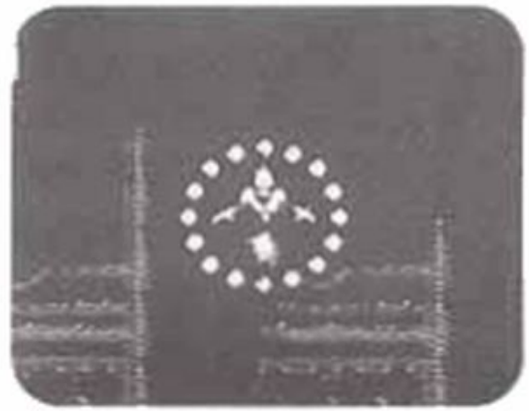


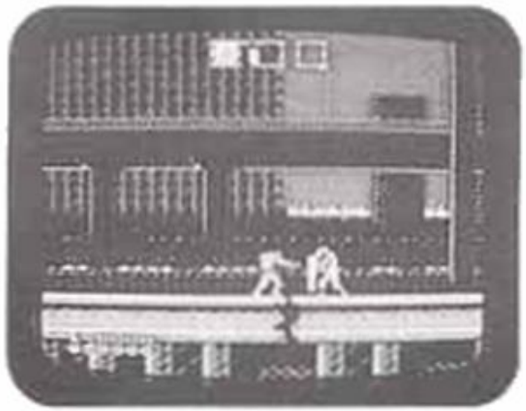
HARPTUNE
(AREA E Boss)



ANTI-GRAVITY RESEARCH CENTER (AREA E)

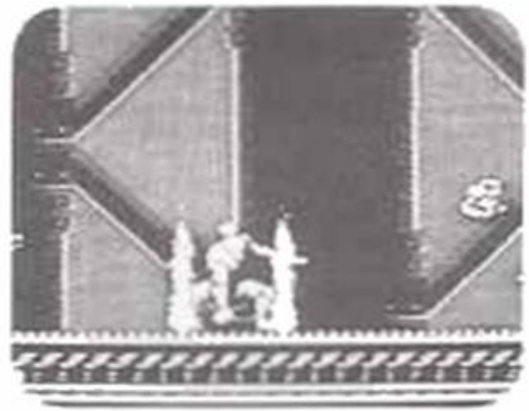
GRAVITUS (AREA E Boss)

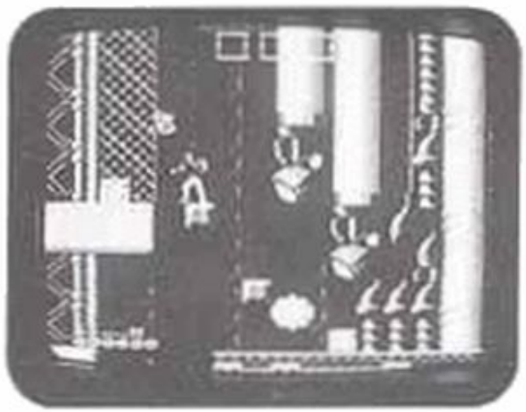




RAVAGED CITY (AREA F)

INFERNON (AREA F Boss)





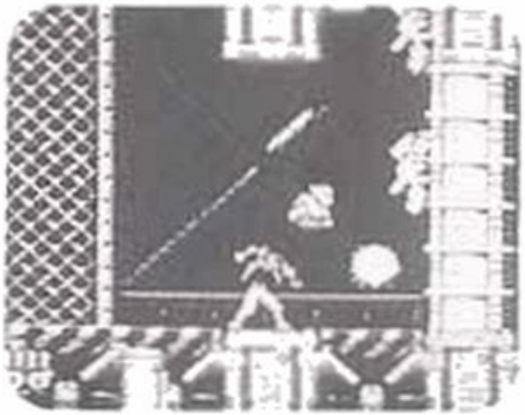
MISSILE COMMAND (AREA G)

You'll have to earn a glimpse at General Grover, who has been conducting quite a few cybernetic experiments on himself!

SATELLITE ROBOTS

Many of the white boxes scattered throughout the levels turn into letters (they look like "B" and "L" written in script) when Shatterhand punches them. When you collect any combination of three letters, you get one of the eight hovering "satellite robots" to help you. Each robot has a unique high-powered weapon that automatically fires whenever Shatterhand throws a punch. The letters you have already collected appear in the boxes near the top of the screen. There are eight possible combinations of the two letters that you can collect, and each combination gives you a different satellite robot. Your satellite robot stays with you until it has taken a certain amount of damage from enemy fire. The satellite flashes when it is one or two hits away from expiring. If you collect three different letters while you have a satellite robot, you switch to the new satellite robot and the first one disappears.

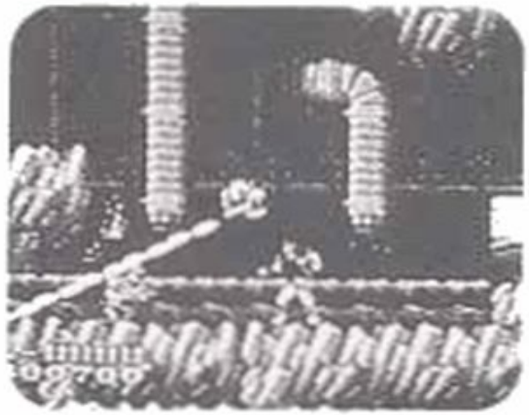
When you have a satellite robot and you re-collect the identical combination of letters required to get that robot, you'll transform into a powerful, heavily-armoured, invincible dynamo (temporarily, at least). An on-screen timer counts down to tell you how much "invincibility" time you have left.

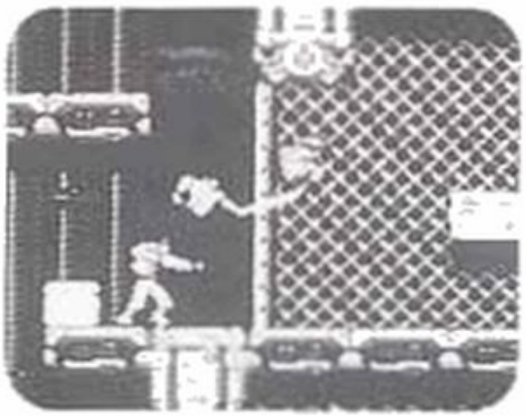


LETTER COMBINATION / DESCRIPTION

LLL: Yobobot - Fires a large bouncing ball that retracts like a yo-yo.

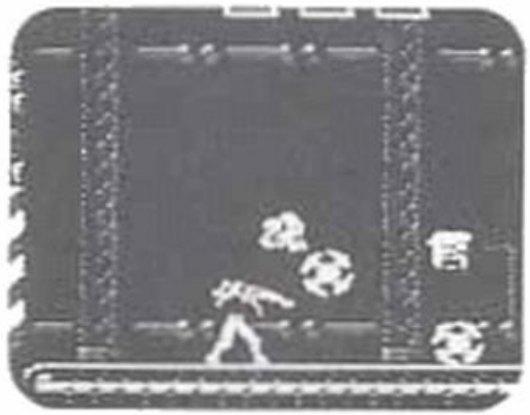
LLB: Laserbot - Fires a laser beam.





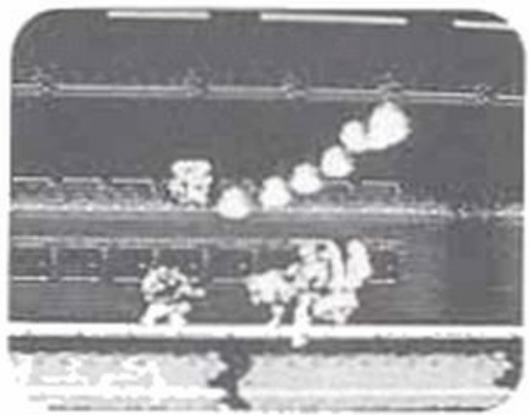
LBL: Swordbot - Swings a lethal sword.

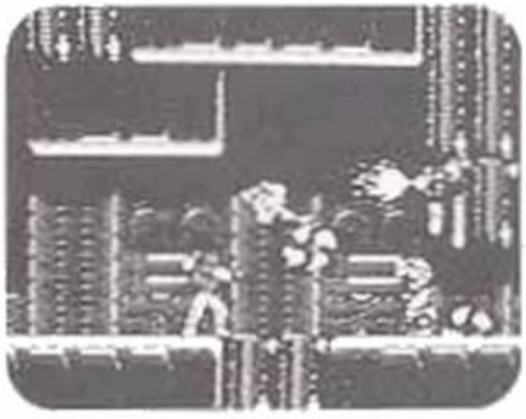
LBB: Ricobot - Fires balls that ricochet.



BBB: Grenadebot - Fires grenades.

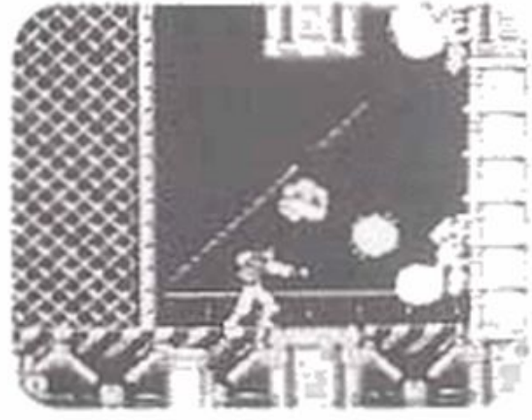
BBL: Pyrobot - Shoots a long flame. Press B BUTTON, then press and hold B BUTTON a second time to make flame shoot forward.





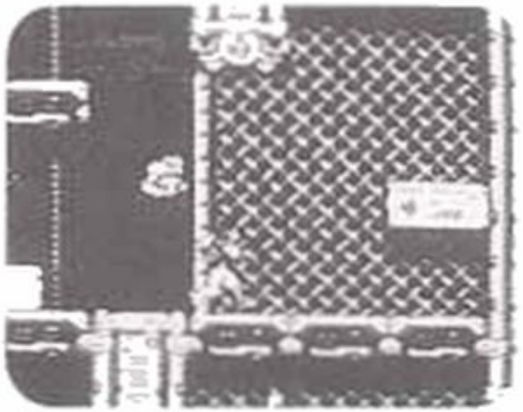
BLB: Yoyobot - Fires a ball that retracts like a yo-yo.

BLL: Bounceobot - Fires a bouncing ball.



POWERUPS

There are several different types of powerups to collect in *Shatterhand*. However, each one costs money, so be sure to collect the gold coins that appear when you destroy certain enemies. The powerups appear as platforms with a number on the front. The number tells you how much it costs to use the powerup. Make Shatterhand crouch on the platform to collect the powerup. If you don't have enough gold, nothing will happen. The number will disappear from the front of the platform if you have collected the powerup successfully. Here's a picture and a description of each powerup.



Restores Shatterhand's health.

Doubles the power of Shatterhand's punches.

Gives you an additional life.

SCORING & CONTINUE FEATURES

After each stage you complete, your score is displayed. The score is based on how many enemies you have defeated, how much gold you have, and how much life you have left when you complete the level.

When you run out of lives, the GAME OVER screen appears. When it does, press **START**. This brings up the CONTINUE/END option. If you select CONTINUE, you'll go back to the STAGE SELECT screen and you can pick any of the five middle stages you want to play. If you select END, you'll go back to the beginning of the game. You have an unlimited number of "continues." Press **SELECT** to align the indicator with your choice, then press **START**.

GAME TIPS — THE JALECO *MAJOR PLAYER'S HOTLINE*

If there's something you don't understand about your new Jaleco game, or if you're having problems with your cartridge, or if you're just plain stuck, you're welcome to call the Jaleco ***Major Player's Hotline*** between the hours of 8:30AM and 5:00PM Central time Monday through Friday (except holidays). One of our friendly game counselors will be happy to give you tips or help you out with any problems you're having.

Here's the number to call:

708-480-7733

Note: Normal telephone charges apply when you call the hotline number. It is not a toll-free call. Kids: get your parent's or guardian's permission to call before dialing the Jaleco *Major Player's Hotline*!

TAKING CARE OF YOUR JALECO GAME

- This Jaleco Game Pak is a precision-crafted device with complex electronic circuitry. Avoid subjecting it to undue shock or extremes of temperature. Never attempt to open or dismantle the Game Pak.
- Do not touch the terminal leads or allow them to come into contact with water or the game circuitry will be damaged.
- Always make sure your NES Control Deck is SWITCHED OFF when inserting the Game Pak or removing it from the NES Control Deck.

COMPLIANCE WITH FCC REGULATIONS

This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in strict accordance with the manufacturer's instructions, may cause interference to radio and television reception. It has been type tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subpart J of Part 15 of FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation. If this equipment does cause interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

—Reorient the receiving antenna
—Relocate the NES with respect to the receiver
—Move the NES away from the receiver
—Plug the NES into a different outlet so that computer and receiver are on different circuits.

If necessary, the user should consult the dealer or an experienced radio/television technician for additional suggestions. The user may find the following booklet prepared by the Federal Communications Commission helpful: How to Identify and Resolve Radio/TV Interference Problems. This booklet is available from the U. S. Government Printing Office, Washington, DC 20402. Stock No. 004-000-00345-4.

JALECO™

Ask your favorite video game store for **Ryne Sandberg Plays Bases Loaded® 3,™ Maniac Mansion,® Metal Mech,™ The Last Ninja,™ Totally Rad,™ Whomp Em,™ Rampart™** and **Cyberball®** for the Nintendo Entertainment System,® **Bases Loaded® for Game Boy, In Your Face,™ Maru's Mission,™ Battle Unit Zeoth,™ Fortified Zone™** and **Q*bert™ for Game Boy** for the Nintendo® Game Boy,™ and **Ryne Sandberg Plays Super Bases Loaded®** and **Earth Defense Force™** for the Super Nintendo Entertainment System®.

JALECO USA, Inc.
310 Era Drive
Northbrook, Illinois 60062
(708) 480-1811

Jaleco™, Ryne Sandberg Plays Bases Loaded® 3™, Totally Rad™, Whomp Em™, Shatterhand™, Bases Loaded® for Game Boy, In Your Face™, Maru's Mission™, Battle Unit Zeoth™, Fortified Zone™, Ryne Sandberg Plays Super Bases Loaded® and Earth Defense Force™ are trademarks and registered trademarks of Jaleco USA Inc. Maniac Mansion® is a trademark of LucasArts Entertainment Company. Metal Mech™ & © 1990 Jaleco USA Inc. All rights reserved. Developed for the NES by Sculptured Software, Inc. The Last Ninja™ & © 1990, 1988 System Three Software Ltd. All rights reserved. Published under license by Jaleco USA Inc. Developed for the NES by Beam Software. Rampart™ Atari Games, © 1991 TENGEN, Licensed to Tengen. Cyberball®. ©1991 Tengen. All rights reserved. Cyberball® is a U.S. registered trademark of Atari Games Corporation. Q*bert for Game Boy New Matter ©1992 JVW Electronics, Inc. Based on Original Work ©1983 Columbia Pictures Industries, Inc. As Successor to Mylstar Electronics, Inc. All Rights Reserved. Nintendo®, Nintendo Entertainment System®, Nintendo® Game Boy™ and Super Nintendo Entertainment System® are registered trademarks of Nintendo of America Inc. ©1991 Jaleco USA Inc. Printed in Japan.